DEMO VERSION

RED MOON 2020

SPECIAL THANKS:
NESMAKER AND THE
NESMAKER COMMUNITY!
MOST NOTABLY DALE COOP,
THIS WOULD NOT HAVE
HAPPENED WITHOUT YOU.
MY FAMILY FOR THEIR
SUPPORT IDEAS, AND
TESTING OF THE GAME.

GLOSSARY

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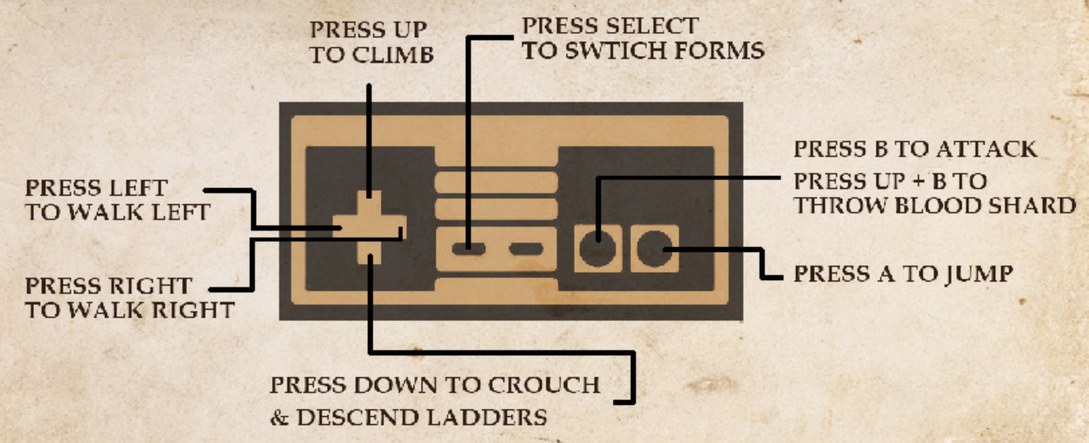
Ravaged.....barren.....broken.

This is the state of the lands of Noor. A countryside, once beautiful and prosperous, now lies in tatters, its people driven away, seeking safety wherever it can be found. Many of Noor's inhabitants understand the futility of it all, yet they still fight to survive. However, its people are not without fault; they brushed aside warnings handed down by the elders and sought to harness what could not be harnessed. A power...a darkness; a force that would seep into the soil and into all living things. In time, the land and its creatures were distorted, mere shadows masquerading as the majestic creatures they once were.

But there is hope. The elders had foreseen the coming of a dark entity and taken steps to prepare. The ancient vaults to the guardian seers have been reopened in preparation for the coming conflict. Only a vessel, one who bears the mark of the beast, is capable of cleansing these ravaged lands. And this is where your story begins.

HOW TO PLAY



HUD DISPLAY

YOU, THE PLAYER

QUINN

Little is remembered of your past life, only a name. It is clear you are not the man you once were, but something more; something dangerous. Armed with an ancient blade known as "The Edge of Night," you set out into the dark lands of Noor on a journey to cleanse the lands of all things tainted by the darkness.

THE BLOOD BEAST

It is said that one who has passed through the lands of the dead can draw upon to the dark primal energies of the Guardian Seers and unleash the Bloodbeast within.

Shifting to Blood Beast form allows Quinn to move with increased speed and weather heavy blows with its membranous skin.

INHABITANTS

ANORA

A spectral figure seeking to aid you in your quest. She provides vital information concerning the lands and creatures that make up Noor.

HIDDEN ONES

A mysterious group commonly know as "The Hidden Ones" operates from the shadows, waiting for the moment to strike at the heart of darkness. Pay heed to these figures, for they will shape your destiny.

TOWNSFOLK

Throughout your journey you will come upon villagers who wish to speak of their experiences and the hardships they have endured.

ENEMIES

SHAMBLER

Disturbed from their eternal sleep, the dead now walk among us.

GHOUL

The lost and disturbed, now malformed and roaming without thought or reason.

BALEFIRE

A ghostly fire, unwittingly released from catacombs that lie deep beneath the surface.

HUNTER

Human mercenaries who brave the wilds of Noor. They cannot be trusted and will attack friend and foe alike.

RAVEN

The darkness turned these solitary creatures into agitated, aggressive birds of prey.

SHADE

Aggressive spectres that lack physical form. Resilent and unpredictable in nature.

ENEMIES

KIN

Primitive, tribal creatures who inhabit the wild areas of Noor. Highly territorial.

WULFEN

Once touched by the darkness, wolves residing in the nearby forests have become even more feared and dangerous.

THORN

Strange roots hidden beneath the forest floor.

HYBRID

Human-like creatures that found their way to the shores of Noor after a dark-rift opened up on the sea floor.

SEA DOG

Bottom dwelling creature; far more threatening in its own environment

SEA CREATURE

Like the hybrid, but even more suited to the ocean's environment. Able to navigate the air currents.

ENEMIES

DWELLER

These creatures have remained hidden for eons beneath the surface. They have adapted to low light conditions and will defend their home.

ELDRITCH HORROR

Inhuman forms that defy the laws of nature, able to bend space and time at will.

FLOATING HORROR

Strange, anthropomorphic beings comprised of little more than a thin membrane stretched over a lightweight skeletal system.

WRAITH

A powerful apparition given form. It is revered as a figure of death and despair by the townspeople.

NIGHT STALKER

Agile, undead assassins given life and newfound purpose.

BLOODWALKER

Soulless beings comprised of bone and blood. They shamble onward, seeking their own destruction.

ENEMIES

CARRION

Undead birds of prey that seek the flesh of the living and the dead.

IMMOLATED

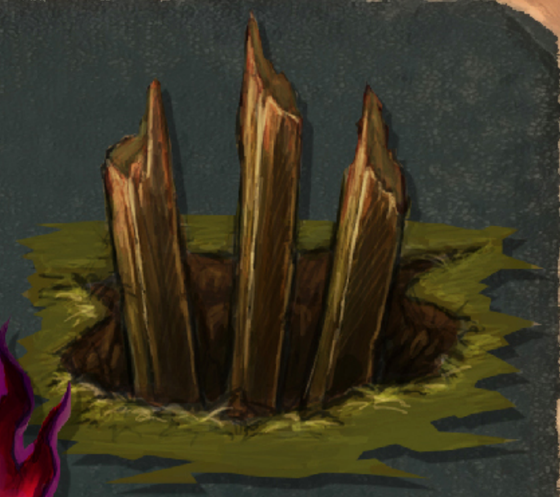
Burning from within, these poor souls exist in a state of prepetual suffering.

DARK CULTIST

Worshiping the dark entity, these cloaked figures have abandoned any humanity they once possessed.

BARBS

Rotted bits of fence beneath the cemetery soil.



FIREPIT

Braziers of ancient temples now burn with the flames of forgotten gods.

SPIKES

Deadly metal traps fitted into the floors of the crumbling fortress.

PICKUPS

BONE PILE

Throughout your journey, you will encounter remains of the dead. Putting these souls to rest will replenish lost health.

BLOOD SHARD

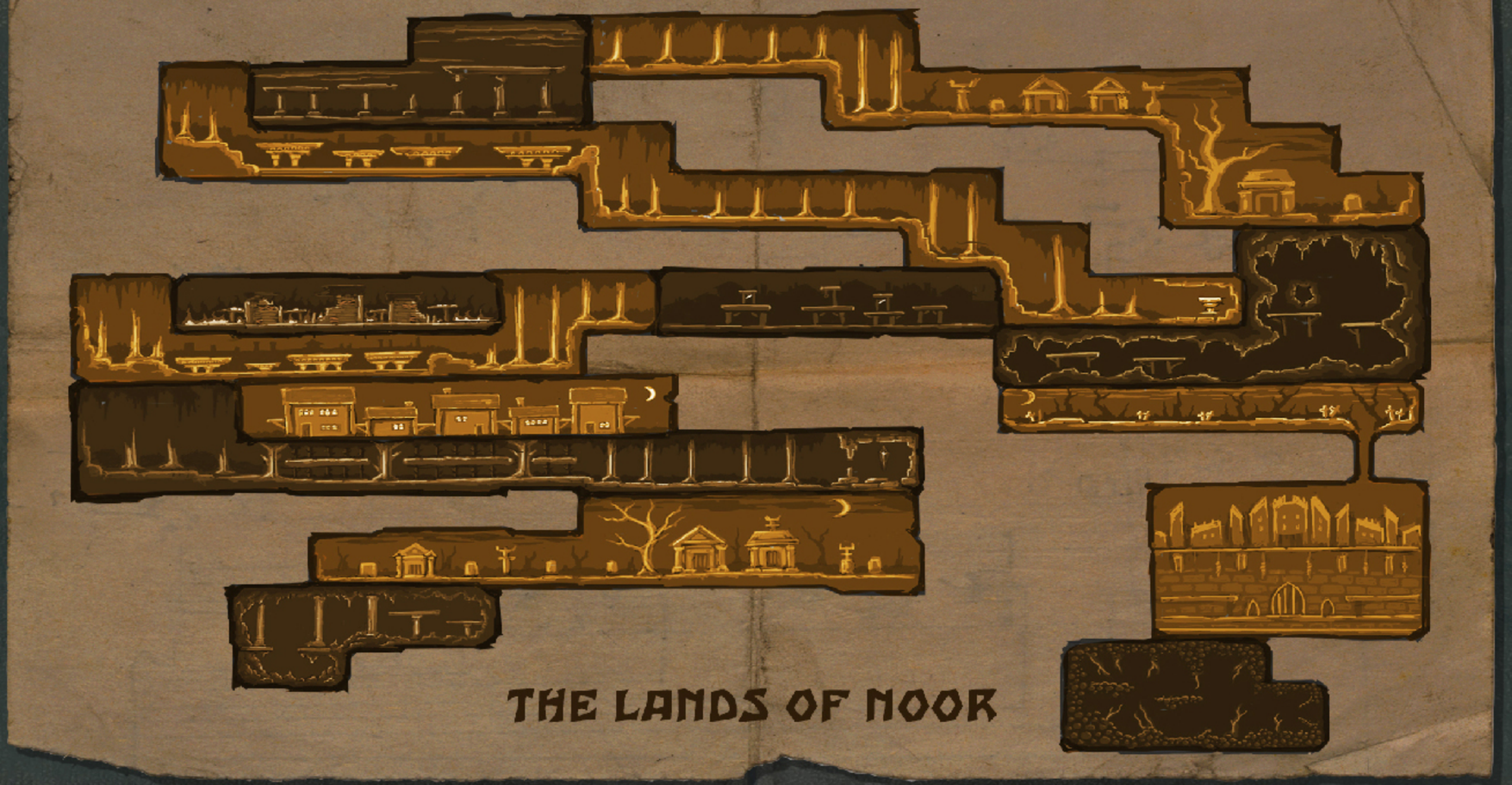
Fragment hidden from man by the ancient guardian seers for hundreds of years. Wielding its power allows you to throw blood shards formed from your own life force.

RELICS AND TREASURES

There are many artifacts hidden throughout the lands of Noor. Acquiring these treasures will greatly increase your chances of success.

SANGUINE CHALICE

A ancient clay vessel containing the lifeblood of an elder guardian seer. Digesting its contents allows you to awaken the blood beast within.



TIPS AND TRICKS

Keep an eye out for secret passages. The lands of Noor holds many crumbling walls and petrified trees that may give way, revealing hidden chambers.

POTENT ENEMIES

Be weary of the skeletal horsemen, it is said that he was a powerful man before being touched by the darkness.

There is another; a creature of immense speed and agility. Once a mere man, he has devolved to little more than a savage beast.

MORE TO COME

This is but a glimpse into the world of Noor.

Mark of the Beast will continue development as Night Eternal: Wrath of the Beast over the next year, evolving into a full title that features an expanded world contining 4-5 hours of game play.

Other forms await Quinn as he seeks out the remaining Guardian Seers.

Blood Beast - membranous form with regenerative abilities and enhanced endurance

Ash Beast - ember form, able to travel within the air currents of Noor to reach inaccessible areas.

Shade Beast - shadow form, allowing movement sealed passages
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Nether Beast - abyssal form, allowing movement through light-less, underwater passages.

Void Beast - fragmented form, able to enter the night realms